

Create Rubric

55 points

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Q2 Correct header struct

5 points

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⋮ 1 **+5.0**

A header struct exists above main() and has:

- a char array with size ≥ 3
- an int for width
- an int for height
- an int for maximum RGB value

⋮ 2 **+0.0**

A header struct does not exist, is not above main(), or is missing any of the following:

- a char array with size ≥ 3
- an int for width
- an int for height
- an int for maximum RGB value

Mark this item if any of the member variables are incorrectly typed.

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Q3 Correct pixel struct

5 points

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1

+5.0

A pixel struct exists above main() and has:

- an unsigned int for the red (R) pixel value
- an unsigned int for the green (G) pixel value
- an unsigned int for the blue (B) pixel value



2

+0.0

A pixel struct does not exist, is not above main(), or is missing any of the following:

- an unsigned int for the red (R) pixel value
- an unsigned int for the green (G) pixel value
- an unsigned int for the blue (B) pixel value

Mark this item if any of the member variables are incorrectly typed.

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Q4 getWidth() function

7.5 points

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1

+7.5

getWidth() function is implemented and:

- takes no parameters
- returns an integer



2

+3.75

getWidth() function is implemented and:

- takes one or more parameters
- returns an integer



3

+3.75

getWidth() function is implemented and:

- takes no parameters
- does not return an integer



4

+0.0

getWidth() function is not implemented.

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Q5 writeHeader() function

7.5 points

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1

+7.5

writeHeader() function is implemented and all three of the following are true:

- takes one parameter of type "struct header" or equivalent
- is of type void
- has no variable shadowing



2

+5.0

writeHeader() function is implemented and two of three of the following are true:

- takes one parameter of type "struct header" or equivalent
- is of type void
- has no variable shadowing



3

+2.5

writeHeader() function is implemented and one of three of the following is true:

- takes one parameter of type "struct header" or equivalent
- is of type void
- has no variable shadowing



4

+0.0

writeHeader() function is not implemented.

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Q6 fillFlagArray() function

7.5 points

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1

+7.5

fillFlagArray() function is implemented and all three of the following are true:

- takes three parameters: an array of type "struct pixel" or equivalent, integer for width, integer for height
- is of type void
- has no variable shadowing



2

+5.0

fillFlagArray() function is implemented and two of three

of the following are true:

- takes three parameters: an array of type "struct pixel" or equivalent, integer for width, integer for height
- is of type void
- has no variable shadowing



3

+2.5

fillFlagArray() function is implemented and one of three of the following is true:

- takes three parameters: an array of type "struct pixel" or equivalent, integer for width, integer for height
- is of type void
- has no variable shadowing



4

+0.0

fillFlagArray() function is not implemented.

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Q7 writePixels() function

7.5 points

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1

+7.5

• • 1.0

writePixels() function is implemented and all three of the following are true:

- takes three parameters: an array of type "struct pixel" or equivalent, integer for width, integer for height
- is of type void
- has no variable shadowing

• • 2 +5.0

writePixels() function is implemented and two of three of the following are true:

- takes three parameters: an array of type "struct pixel" or equivalent, integer for width, integer for height
- is of type void
- has no variable shadowing

• • 3 +2.5

writePixels() function is implemented and one of three of the following is true:

- takes three parameters: an array of type "struct pixel" or equivalent, integer for width, integer for height
- is of type void
- has no variable shadowing

• • 4 +0.0

writePixels() function is not implemented.

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Q8 Function prototypes

10 points

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1

+10.0

Function prototypes for getWidth(), writeHeader(), fillFlagArray(), and writePixels() are present before main().



2

+0.0

Function prototypes for getWidth(), writeHeader(), fillFlagArray(), and writePixels() are not present before main(), or all function definitions are above main().

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Q9 Header Comment

5 points

Q9.1 Name

Q9.1 Name

1 point

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1

+1.0

Submitted program has a header comment with the student's name.



2

+0.0

Submitted program does not have a header comment with the student's name.

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Q9.2 Date

1 point

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1

+1.0

Submitted program has a header comment with the date of submission.



2

+0.0

Submitted program does not have a header comment with the date of submission.

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Q9.3 Lab Section

1 point

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⋮

1

+1.0

Submitted program has a header comment with the student's specific lab section (ex: 007).

⋮

2

+0.0

Submitted program does not have a header comment with the student's specific lab section (ex: 007).

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Q9.4 Lab Number

1 point

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⋮

1

+1.0

Submitted program has a header comment with the lab

Submitted program has a header comment with the lab number (ex: Lab 1).



2

+0.0

Submitted program does not have a header comment with the lab number (ex: Lab 1).

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Q9.5 Program Description

1 point

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1

+1.0

Submitted program has a header comment with a short program description.



2

+0.0

Submitted program does not have a header comment with a short program description.

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Q10 Code Formatting

0 points

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1

-0.0

Code is formatted in a readable way, with reasonable indentation. Code otherwise follows standard conventions as taught in lecture.



2

-1.0

Minor issues with code formatting that slightly impact readability. Grading TA(s) will provide more information in comments.



3

-3.0

Frequent issues with code formatting that significantly impact readability. Grading TA(s) will provide more information in comments.



4

-5.0

Code is not formatted in any recognizable way, making code entirely unreadable.

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Q11 Absence Penalty

0 points

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1

-0.0

Student was present in lab when required.



2

-0.0

Student was not present in lab, but provided a reasonable excuse ahead of time.



3

-47.5

Student was not present in lab, and did not provide a reasonable excuse ahead of time. Responsible TA(s) will provide more information in comments.

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